
Title: Alagner's Book of Marvelous and Astonishing Things Vol I

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A compiled volume of items of interest both magical and mundane by Alagner. In this volume, compiled for easy reference, are some of the many fascinating constructions I have found during my researches. These items range from interesting uses for mundane items to fascinating miscarriages of magic. Please read and enjoy the varied realm of my Britannia.

Potions: A historical point of interest from the last several hundred years. Circa 0207 there was a rather infamous case of a resourceful peeping tom. One may ask what this has to do with potions, but the publicity generated from this trial about the use and misuse of magical potions of X-ray vision encouraged all honorable mages and alchemists to cease making the amazing potions. And as these potions fell into disuse, the affectation of calling them white potions also slowly ceased, and a lesser known concoction (which, ironically, is appreciably more white

than the original
X-ray potion I was
able to view (see
Alagners Index of
Treasures, entry 15,
for more information),
that of common
illumination, became
its replacement.

Flying Carpets: A
recurring magic. As
many of you
undoubtedly know the
flying carpet was
essential to the
Avatar in his
legendary quest to
save Lord British
from the Three
Shadowlords.
However, few people
realize that this
fascinating piece of
lore has been
rediscovered and,
according to my
sources, hidden just
inside the dungeon
Destard, (or despise, I
always get those
mixed up (NOTE:
look this up before
publication)).

This amazing carpet
could fly over water
and swamps with no
adverse effects, a
marvelous tool for the
common adventurer and
essential for the
Avatar. (An
interesting side note:
according to an
ancient tome, the
carpet was actually
believed a failure by
its creator for its
inability to rise more
than a few inches off
the ground)

Wands: A trio of
terrible weaponry.
The three indentified
varieties of magical
wand all seem to have

been made for the expressed purpose of changing the combat-weak spellcaster into a killing machine. And, for those with the ability to keep them from wearing out (no small feat of magic, mind you, but simple for anyone capable of crafting the wand in the first place), they are perhaps the most formidable weapons of their size.

Fire Wand: This wand fires a bolt of flaming death. According to all known texts on the subject, the carnage was called "amazing."

Lightning Wand: The effects of a bolt of lightning as it bursts forth from the wand is as devastating, as its counterpart, the Fire Wand. However, according to one of its proponents, "the corpses look and smell much less offensive."

Magicians Wand: While only slightly more lethal than the typical bow, this wand is rendered quite effective due to two interesting facets: its damage is of a most magical nature and more than quite powerful against monsters likely to hassle a mage, and it NEVER runs out of charges. This is the wand for thee.